

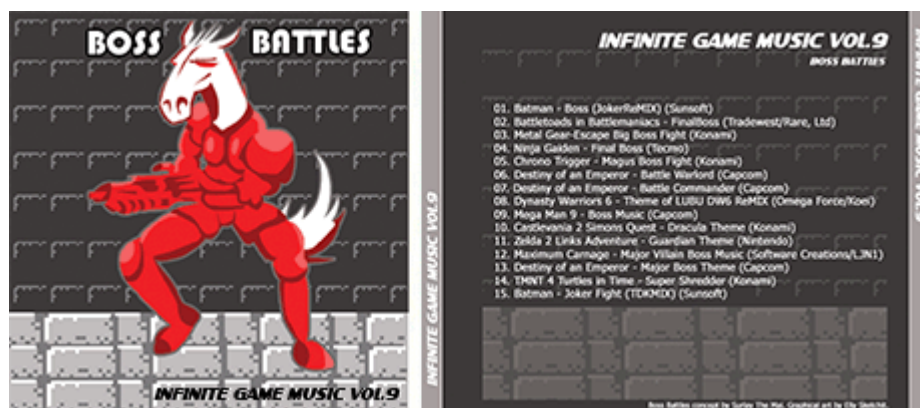
INFINITE GAME MUSIC

Taking it to the next level

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Infinite Game Music Vol.9

Released 14 November 2008



Boss Battle concept by [Surlaw The Mai](#). Graphical art by [Elly Sketchit from air-lobster.com](#).

Compiled by game music aficionado **Surlaw The Mai**, **Infinite Game Music Vol.9 - Boss Battles** is loaded with **15 tracks** of pure darkness and intense action. This volume is heavy on the **NES** and **SNES** consoles but also features tracks from **arcade**, **PS3** and **Sega Master System**.

High-res versions of the paper covers are included in the album download.

 [Download Infinite Game Music Vol.9 \(20.3 MB\)](#)

01. Batman	Boss Theme (TDKMIX)
	Batman on the NES – This was the tune back in the day, fast passed, good bass and drum beat, you were instantly pumped up for a tough as nails boss fight with the Jokers deadliest henchmen. © Sunsoft

02. Battletoads	Battletoads in Battlemaniacs: Final Boss



Surlaw:

A treat of a final song using the amazing capabilities of the SNES sound system. So few ever made it this far in one of the hardest games in the Battletoads saga, and for the ones that did this was the anthem of an amazing final conflict.

Lou:

It's truly great we have the chance to listen to this tune even if we didn't get this far in this incredibly hard game. I've always wonder how this game ended! :D

© Tradewest/Rare, Ltd.

03. Metal Gear

ESCAPE! Big Boss Fight



Surlaw:

Finally, Solid Snake has reached and destroyed the Metal Gear computer, only to have a self destruct sequence start counting down and have to face one final surprise boss. From the fight to trying to guess which of three elevators would let you escape, the tune keeps you on the edge of your seat until the very end.

Lou:

I've been waiting to include this tune in a compilation and it couldn't be a better way to release it than the Boss Battle volume. Again, Konami music on the NES is truly brilliant.

© Konami

04. Ninja Gaiden

Final Boss



Often overlooked the **Game Boy** was also capable of creating some amazing chip tune tracks. This one in particular keep you fire up for the final conflict in Ninja Gaiden, and hoping the batteries in your Game Boy didn't die!

© Tecmo

05. Chrono Trigger

Magus Boss Fight



You finally did it; you reached Magus and now its time to stop him from bringing up Lavos. This was the middle point of the game and the first real epic fight of the game. Defeating Magus took skill and cunning, and then revealed the full plot of the game to our hero's.

© Square

06. Destiny of an Emperor	Battle Warlord
	Surlaw: This music would play when you were thrust into combat with a named general, not just a no body band of rouges, but a big player in Ancient China. The Warlords would usually know tactics that could seriously damage your troops in no time if you weren't careful. That being said the music starts off with a faster pace alerting you to the importance of this fight and really gets your blood pumping! Lou: This track reminds me so much of Duck Tales (also by Capcom) only this one is darker. I'd bet it's the same guys behind both soundtracks. © Capcom

07. Destiny of an Emperor	Battle Commander
	The commanders aren't as serious a threat as Warlords are, but they are no pushovers either. This tune is still upbeat but bluesier sounding then the Warlord music. Plus that little breakdown part in the middle of the song is just awesome! © Capcom

08. Dynasty Warriors 6	Theme of LUBU DW6 ReMIX
	Said to be stronger then 1000 men, Dynasty Warriors fans know that when Lu Bu shows up, you are going to die. Every time Lu Bu enters the stage the music switches to his fast passed theme music. A warrior so tough that only a few hits from his weapon will take you out! Take charge and let the rock theme get you pumped up and ready for the fight of your life. © Omega Force/Koei

09. Mega Man 9	Boss Music
	Surlaw: A nice little addition to this ultra hard Mega Man game is this little space age tune that lets you know its go time. Mega Man 9 was created to be the hardest game of them all, and this tune fits it well. Lou: The guys over at 2A03.org are discussing MM9 a lot. Go there and check it out. Also check out



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Dracula Theme



A nice little upbeat tune for the final moments of this epic game. Keep your aim steady and true Simon and you try and land the final hit on the Lord of Darkness!

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11. Zelda II - The Adventures of Link

Guardian Theme



Surlaw:

This piece of music is played for each guardian you face trying to get the 6 crystals throughout the game. From facing a giant fire dragon to a horse headed knight, this music lets you know its time to get serious! Save Zelda!

Lou:

This whole soundtrack was so amazing back in the day. I played this game for months, many times just to listen to all great tunes, this one being one of my all-time favorites.

© Nintendo

12. Maximum Carnage

Major Villain Boss Music



I have a confessed love for all the songs in this game, but this is the top pick. Just listen to that riff at the beginning and you are pumped for whooping some baddies and saving NY. A classic beat'em up track.

© Software Creations/LJN1

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	This is IT! If this music plays you are entering combat with one of the three major rulers during the Three Kingdoms period of Chinese history. You only hear this music 2 or 3 times in the game, usually right after finishing up a tough battle with several Warlords. It plays after a long and bloody battle with Taishi Ci (???) when you are forced to fight Sun Quan (??) one after the other with no rest. Truly music fit for an Emperor! © Capcom

14. TMNT 4: Turtles in Time	Super Shredder Fight Theme
	Surlaw: The entire game comes down to this final moment, you have killed Krang, totaled the Technodrome, routed Rocksteady and beaten Bebop for this final showdown with the Shredder. Transforming right before your eyes, and the eyes of the Statue of Liberty, he attacks with speed and life ending moves. Saddle up turtles, the world is counting on you to defeat him! This track starts off with a cool little intro before throwing things into Hyperdrive. Lou: Believe it or not, I've been waiting with this arcade track from the very first volume. I wanted to fire up Vol. 10 with this song, but when Surlaw told me he was making a boss theme compilation I just had to release it on this volume! This truly is one of the best boss tracks ever composed. © Konami

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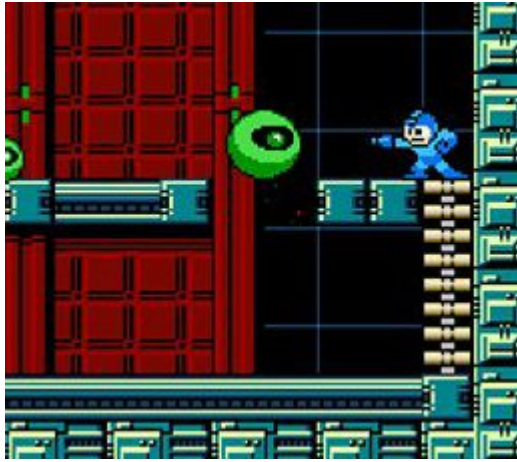
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